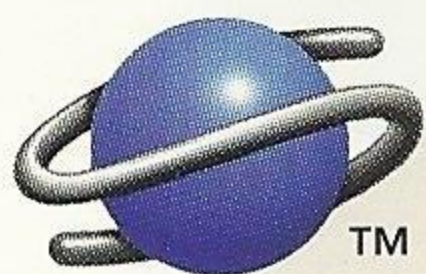
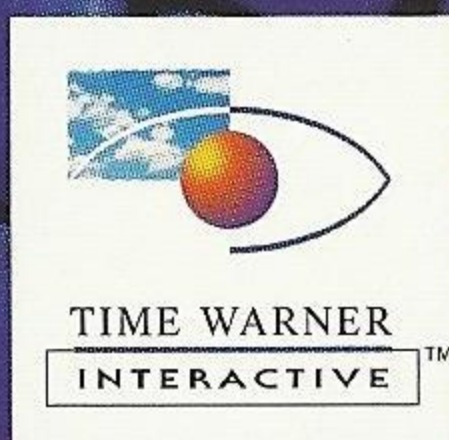


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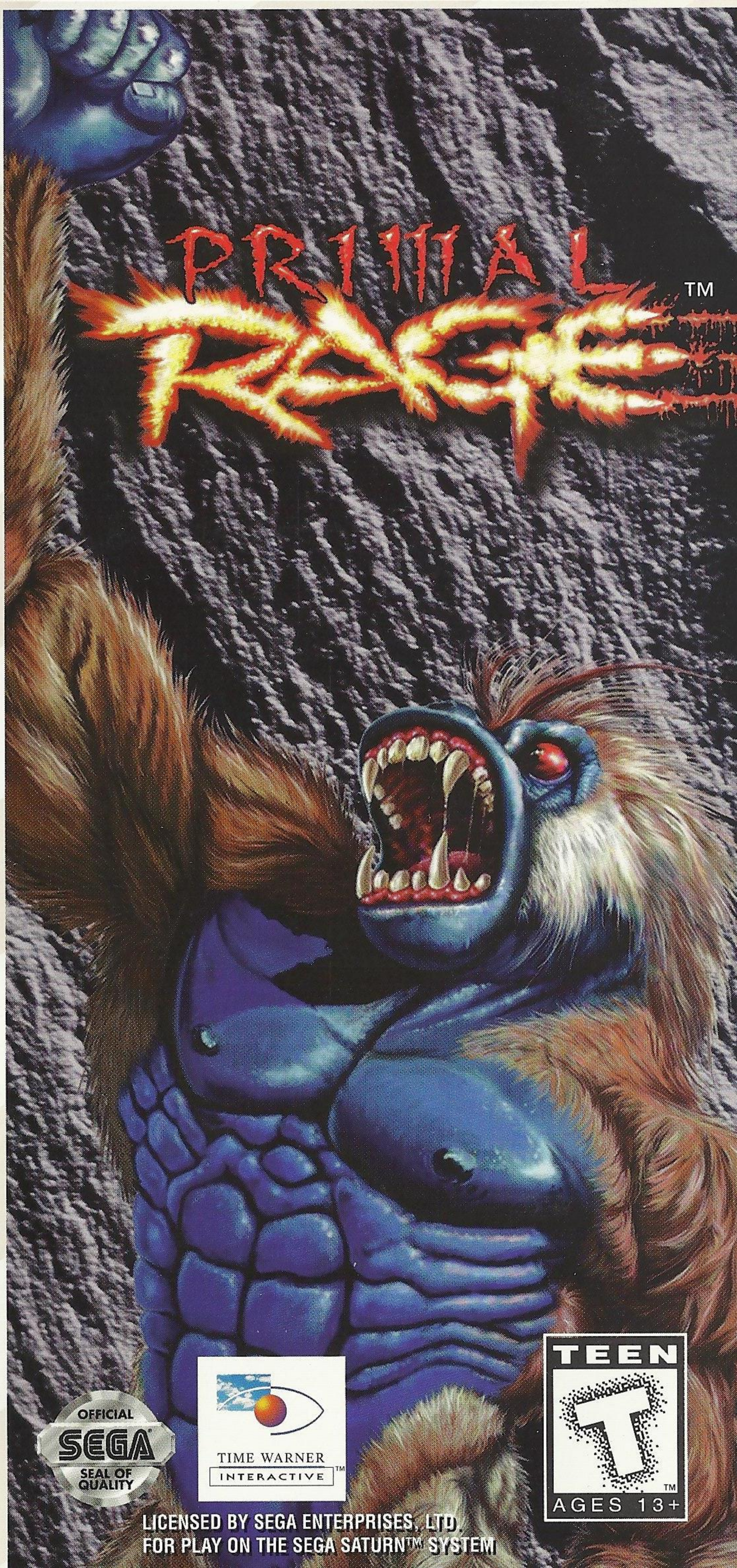
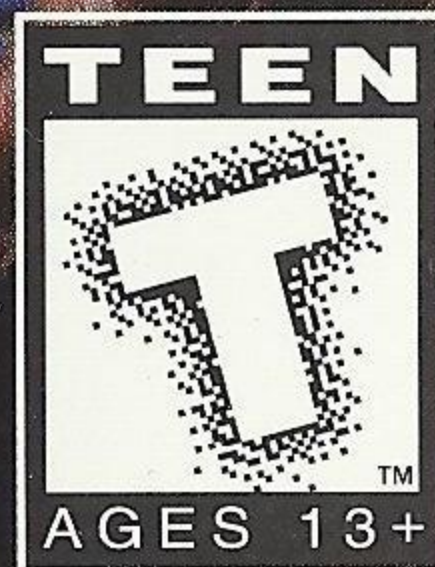


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# WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



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# STARTING THE GAME

1. Make sure the power switch is OFF and there is no CD in the Sega Saturn System.
2. Open the unit, and insert the Primal Rage CD gently in the Sega Saturn System, close the cover and turn the system On.

## Handling Your Sega Saturn CD

- This CD is intended exclusively for the Sega Saturn System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn CD.

## PRIMAL RAGE – THE STORY

Eons ago, before humans walked the planet, there was rage. Life on Earth was complex, as were the instincts of the planet's life-forms. In order to grow and multiply, there was a delicate balance between the desperate need to protect one's own life and the need to feed off the life energy of the others. As these instincts evolved, so did the gods.

These gods embodied the spirits of Hunger and Survival, Life and Death, Insanity and Decay, and especially, Good and Evil. They took the form that most suited their needs and fought countless battles on the primordial frontiers of the Earth. Life on Earth slowly multiplied, and the gods became more powerful and their battles more intense. When life had spread to all corners of the Earth, the skies shook and the Earth trembled with the fevered pitch of the god's battles. Dinosaurs were the dominant animals on land, and great forests covered almost all available space. New life forms evolved at a rapid rate, and civilizations emerged.

Then the delicate balance was disrupted. Balsafas, a great wizard from a parallel dimension, recognized the threat Earth would soon pose to the rest of the galaxy. To stop the threat, he planned to destroy the balance between the gods. Lacking the power to kill a god outright, he instead



banished one to an isolated rock tomb in the center of the moon. This caused an immediate disturbance in the balance of power, followed by a huge explosion that blanketed the Earth with a huge cloud of volcanic dust. Most of the life on the planet died, and the surviving gods were sent into suspended animation.

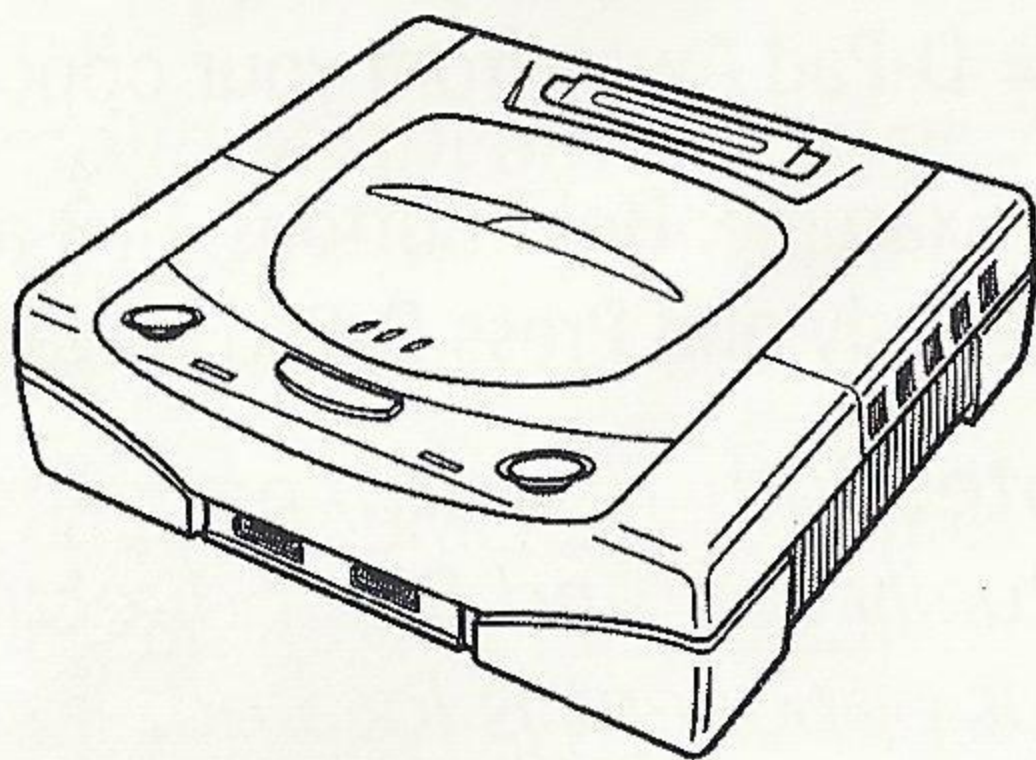
Now, millions of years later, a meteor collides with Earth, and its destructive fury rearranges the continents and destroys the cities. Humans survive, but technology is wiped out. The fury of the Cataclysms is enough to awaken the imprisoned gods. The gods emerge to find the Earth they knew is gone. It is now the new Urth. The gods are awake, and they are angry. **Get ready for Rage!**

## GENERAL CONTROLS

**The manual refers to following controls:**



**Button C** - Selects options  
**Button B** - Back up on menus



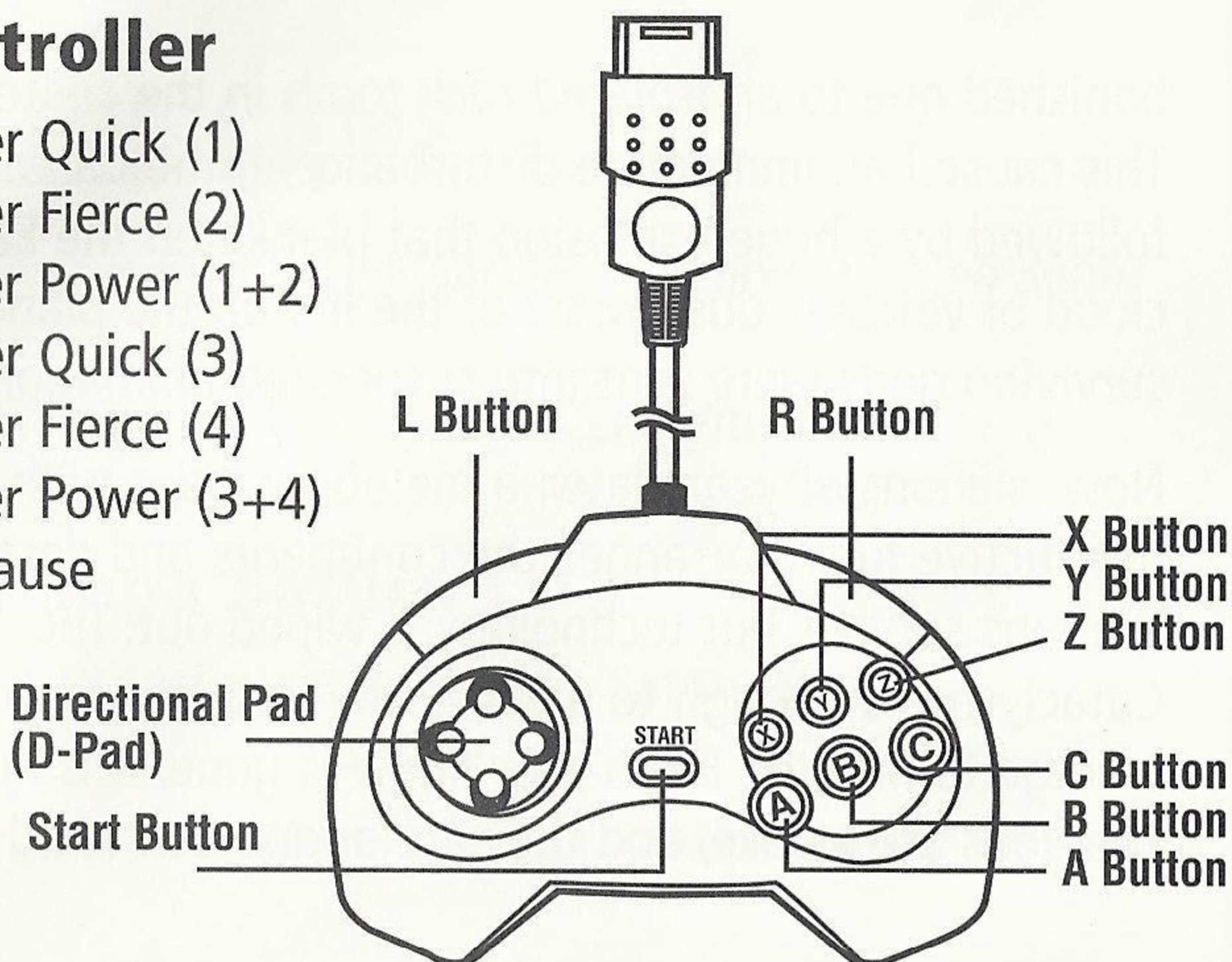
## CONTROL REFERENCE

Throughout this manual, Dino fighting moves and special moves are referred to in combinations of button pushes and multiple D-Pad directions. Use this reference to refine your button pushes and D-Pad presses.



## 6 Button Controller

- X Button = Upper Quick (1)
- Y Button = Upper Fierce (2)
- Z Button = Upper Power (1+2)
- A Button = Lower Quick (3)
- B Button = Lower Fierce (4)
- C Button = Lower Power (3+4)
- Start Button = Pause



## Shortcut Buttons

Button Z and C combine two buttons into one. For certain moves, you may press one or both buttons to reduce the amount of buttons needed for that move.

## Directional Pad (D-Pad) Movement

- D = D-Pad Down
- U = D-Pad Up
- T = D-Pad Toward your opponent
- A = D-Pad Away from your opponent

For Example: Hold Buttons 1+3 and D-Pad T/A=Hold Buttons 1+3 simultaneously and Press D-Pad Toward then Away from opponent

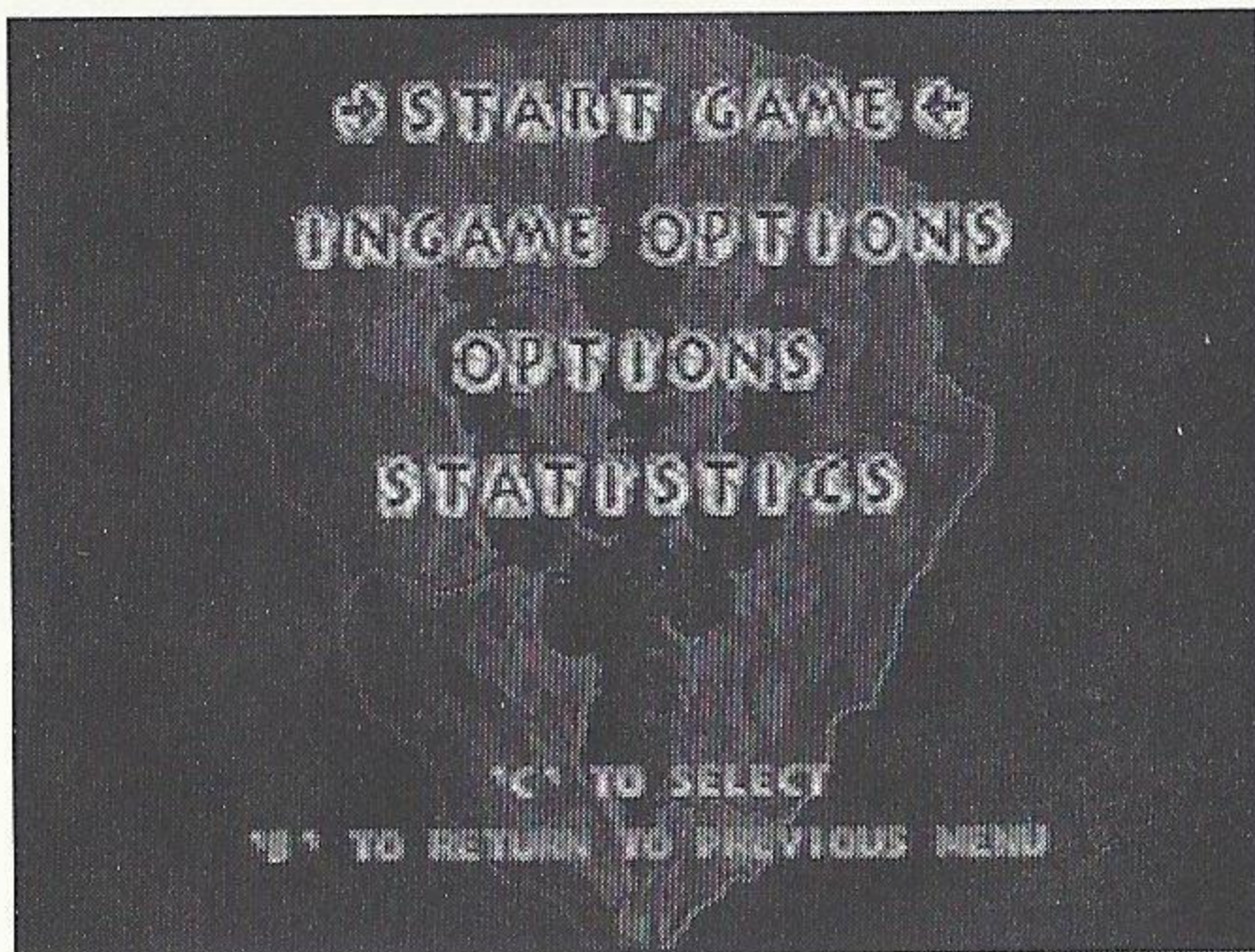
**Note:** Both T(oward) and A(way) D-Pad movements are actually Left and Right directions depending on which side your opponent is located.

## Power Moves

Quick is a quick attack. Fierce is a slower, more damaging attack. For a Power move, press both High or Low Quick and Fierce Buttons simultaneously to attempt more powerful attack.



# MAIN MENU



At the main title screen, press any button to go to the Main Menu. Press the **D-Pad Up** or **Down**, then press the **C Button** to select one of these two options:

## Start Game

When you select this option, you'll go to the Start Menu that consists of the following options:

- **Arcade Game** - This option is the game's default setting. Just like the arcade version, players select dino's and conquer lands for Urth domination. One or two players can then select one of the seven available dinosaurs to fight for Urth domination. In 1 Player mode, you'll face each of the other 7 dinosaurs in their home territory. With 2 Players, you'll both battle for Urth domination until one player conquers all lands.

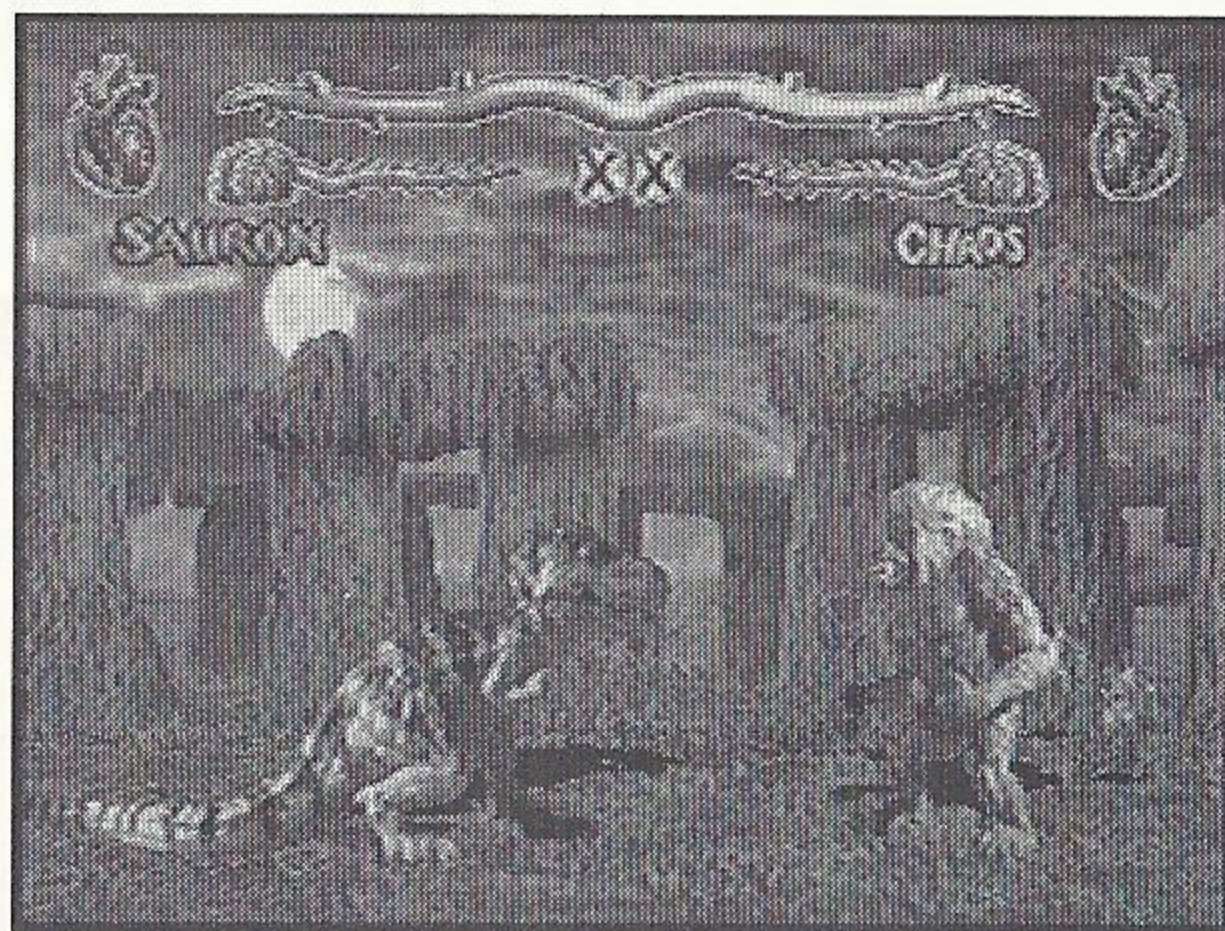
**Note:** *Arcade mode lets Player 2 jump in at anytime. Player 2 can press any button to stop a one player game, and start the two player game.*

**1P Training** - One player selects this option to practice the games various bone-crushing moves and dinosaur fighting tactics. When this option is selected, you'll go to the Dino Select Screen (see **Dino Select**, pg. 12). Select one of the seven Dinos, then select your computer opponent.

**2P Game** - Select this option to go directly to the 2 Player mode. Two players select Dinos (see **Dino Select**, pg. 12) and battle for Urth domination until one player conquers all lands.



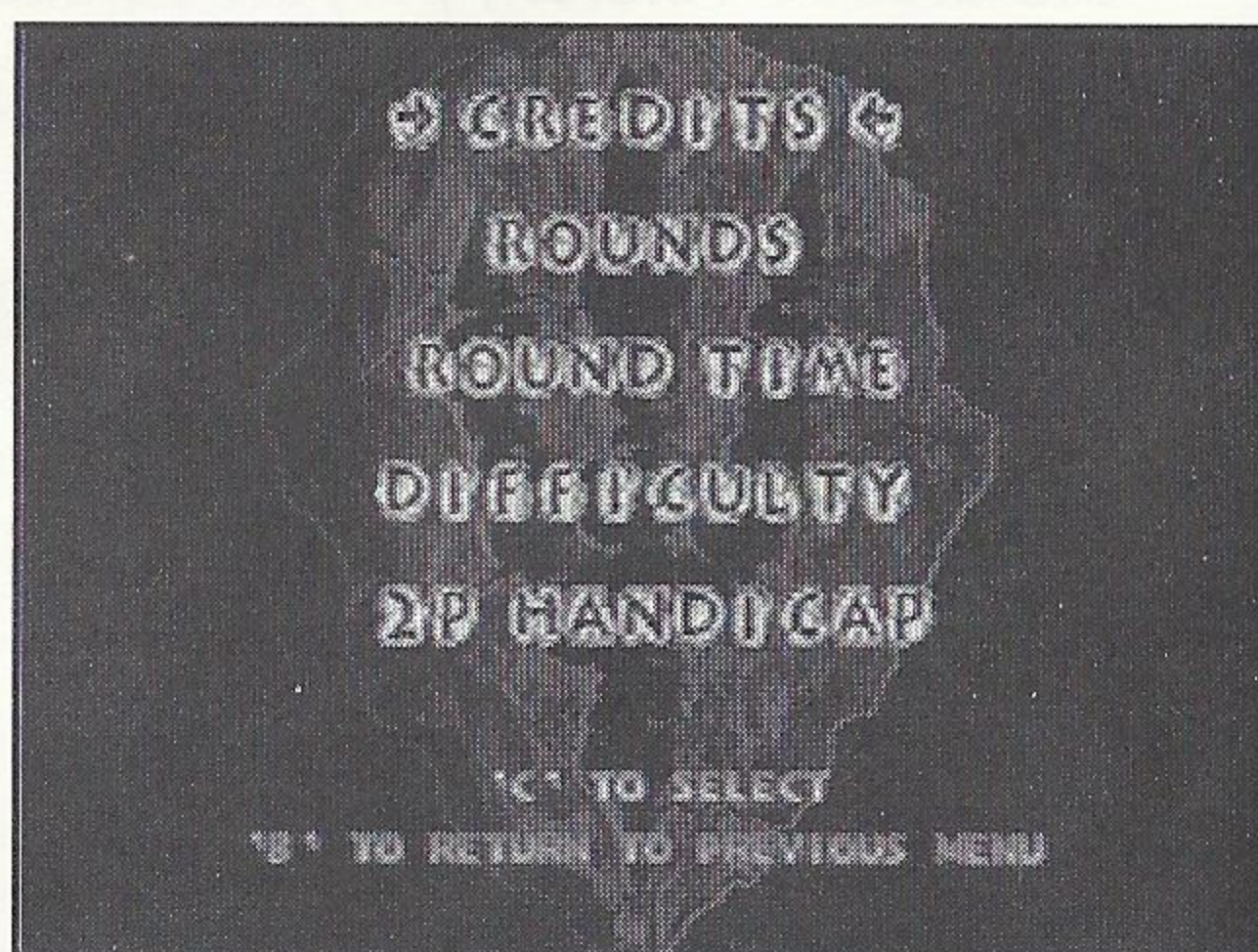
- **Tug Of War** - Are your fingers ready? They'll have to be if you're taking on a worthy opponent. This option takes you to the Dino Select Screen (see **Dino Select**, pg. 12). You'll select one dino against a friend. The game screen has just one Life Blood Bar. The object of Tug of War is to battle until your dino has completely covered all the area in the Life Blood Bar. As the fight goes on, the control of the bar will work its way back and forth like a real Tug of War.
- **Endurance** - Like the Tug of War option, this game mode will also test the endurance of your fingers. At the Dino Select Screen (see **Dino Select**, pg. 12), you'll select 4 dinos to work as a team. Your opponent will also select 4. You'll battle until one player has lost all his dinos. The Life Blood Bars will not be replenished as your dinos win and take on their next opponent.



## Ingame Options

This option takes you to the Ingame Options Screen to make various changes to your gameplay. Press the **D-Pad Up** or **Down** to move the arrows next to the option you want to change, then press the **C Button** to select.

Here are the Game Options:



- **Credits** - This option allows you to set the game to allow from 1 to 10 game credits. Press the **D-Pad Up** or **Down** to make changes. As you get better at Primal Rage, you can set this option to a lower setting, and create an even greater challenge.
- **Rounds** - You can set the number of rounds you'll fight your opponent before the winner is determined. Press the **D-Pad Up** or **Down** to make changes. Select 7, for a best of seven bout, 5 for a best three out of five, 3 for a best two out of three, or 1 for a one time winner-take-all rage. The default is 3. If both players have an equal number of wins and tie in the final round, the game will go



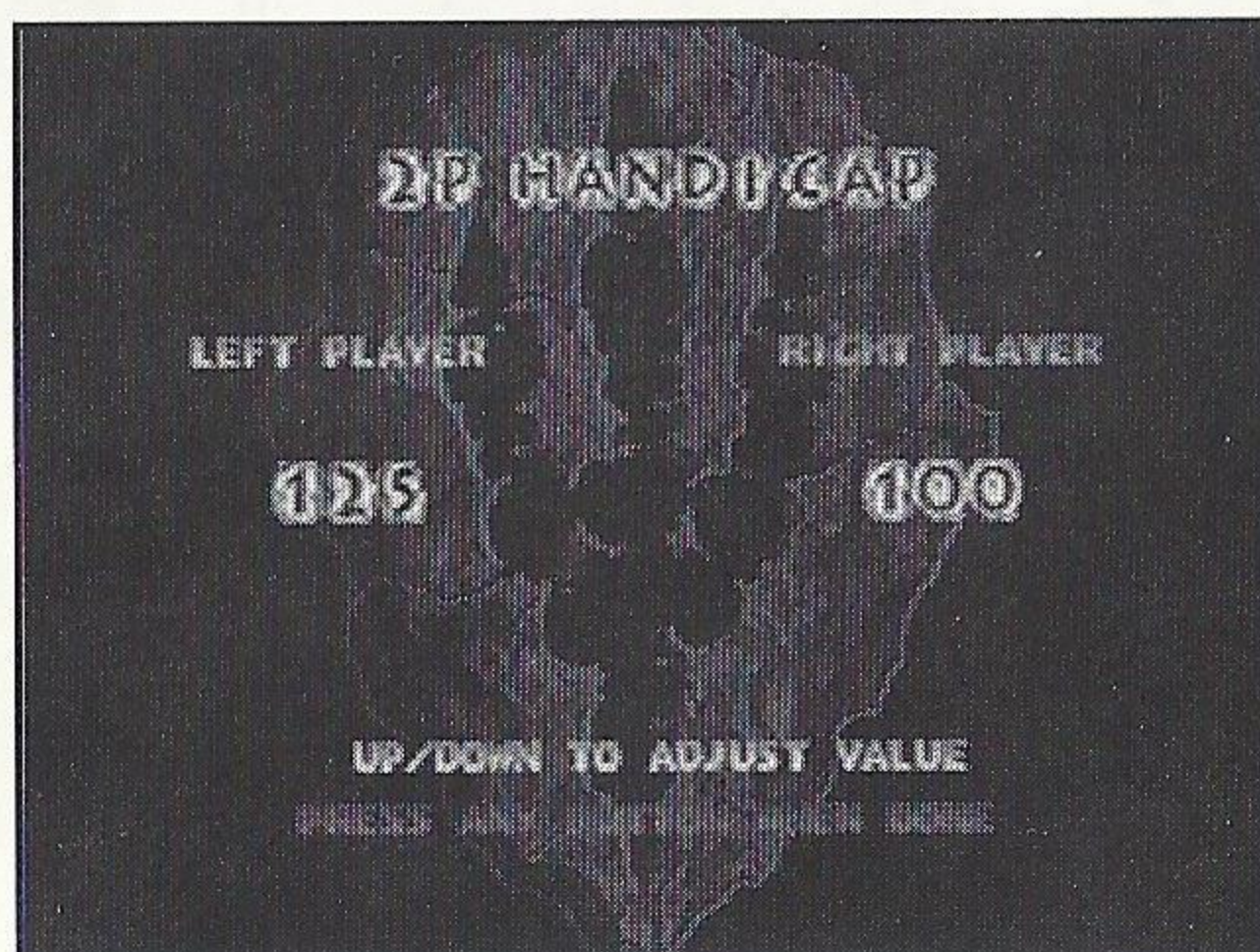
into Sudden Death. If there is tie in Sudden Death, both players lose the battle.

- **Round Time** - Each bout has a set time in which the winner must be determined. You can set the game's bout time to challenge your opponent to get a quick kill. Press the **D-Pad Up** or **Down** to make changes. The round time can be set from 30 to 80 seconds in 5 second increments. The default is 55 seconds. You can also select XX for an unlimited round time. As you improve your fighting and accomplish quicker kills, set this option lower to put the pressure on you and your opponent.
- **Difficulty Level** - You can set the game's difficulty level from 1 (easiest) to 16 (most difficult). Default is 10. Press the **D-Pad Up** or **Down** to make changes. As you improve your fighting skills, you can set the difficulty level to a higher setting.

- **2 Player Handicap**

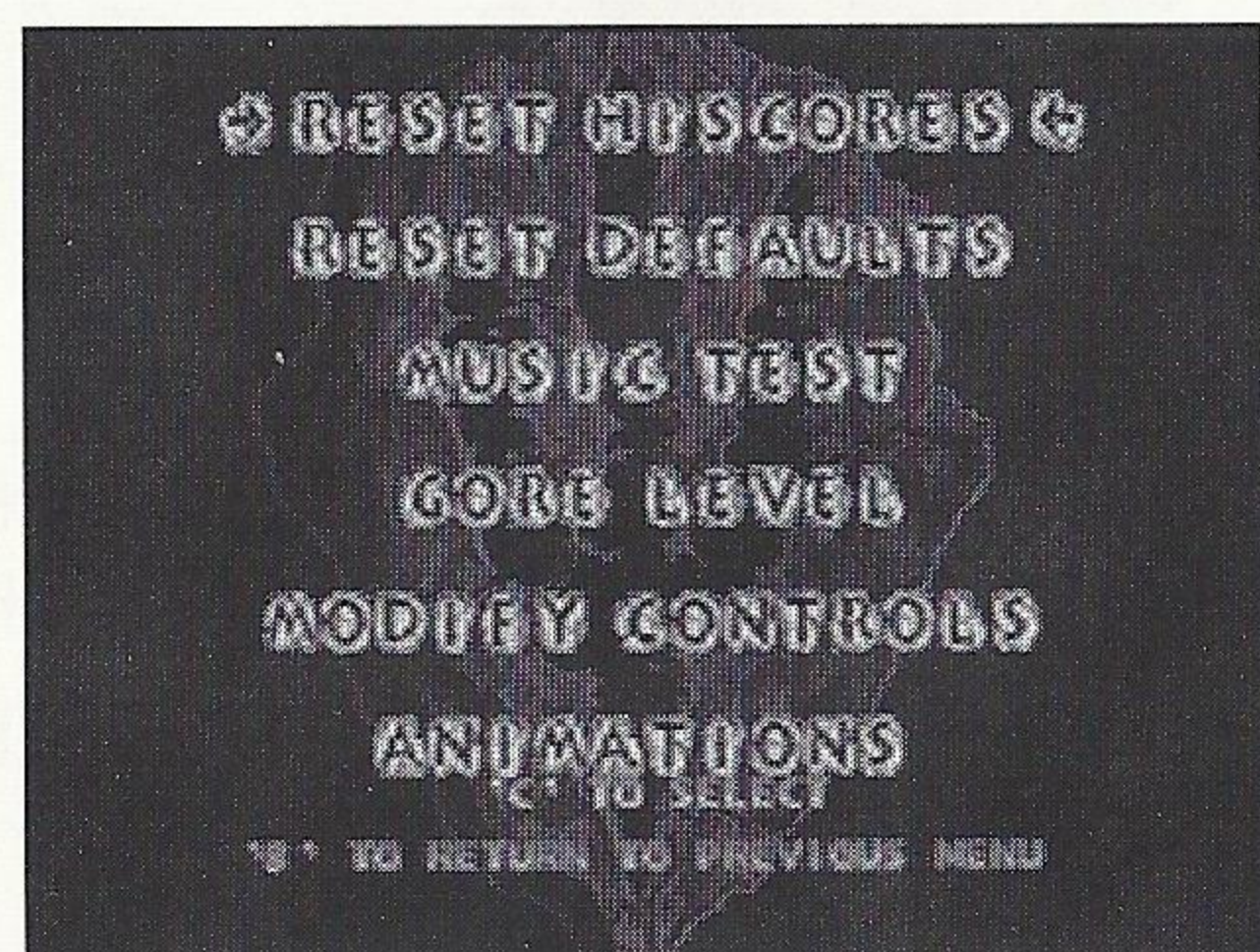
This option lets you adjust your damage to any amount you want. The default is set to 100%. It can be set anywhere between 50 - 150%. The strategy is to give a less experienced player more damage to his attack against an experienced player.

Experienced players should set a lower damage modifier, and beginners should set their damage modifier high. Press the **D-Pad Up** or **Down** to change the percentage for each Player. As you make changes, the strength of your dino will be displayed below the percentages.



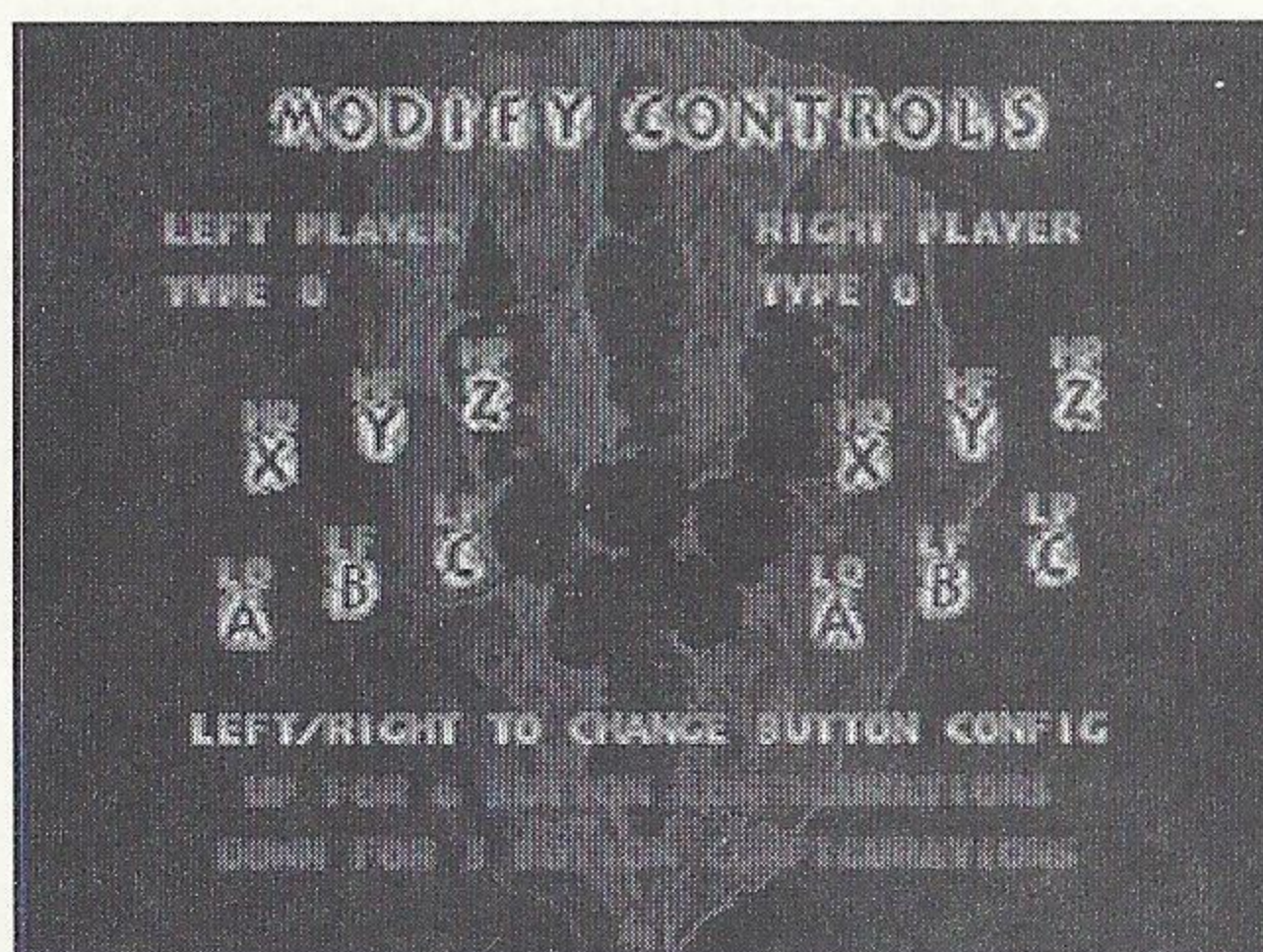
## Options

The Options Menu has six options available to set up your game. Press the **C Button** to select from the following options (next page):





- **Reset High Scores** -If you select this option, the game will reset the High Score Table.
- **Reset Defaults** - Select this option anytime you want to return all options to their default settings.
- **Music Test** - Choose this option to listen to the music in *Primal Rage*. Press the **D-Pad Up** or **Down** to cycle through the numbered sounds. Each track will play as you cycle through.
- **Gore Level** - Press the **D-Pad Up** or **Down** to select **ON** or **OFF** (default GORE ON). If GORE OFF is selected, there is no blood, no Fatalities and you can't eat worshippers. This includes the refuel round that occurs before the Final Battle in the 1 Player Game. Instead, you automatically will receive 50% refuel power for the Final Battle.
- **Modify Controls**  
Select this option and you'll view controller graphics with closeups of the Sega Saturn button configurations. Press the **D-Pad Left** or **Right** to make changes. (See **Controls Reference**, pg. 5, for default settings). The new configuration will be displayed. Player 2 will also make changes here. When you find the setting you like, press the **C Button** to see the controls and return to the previous menu.
- **Animations** - Press the **D-Pad Up** or **Down** to select **Yes** to leave game animations **On**, or select **No** to turn them **Off** (default is Yes).

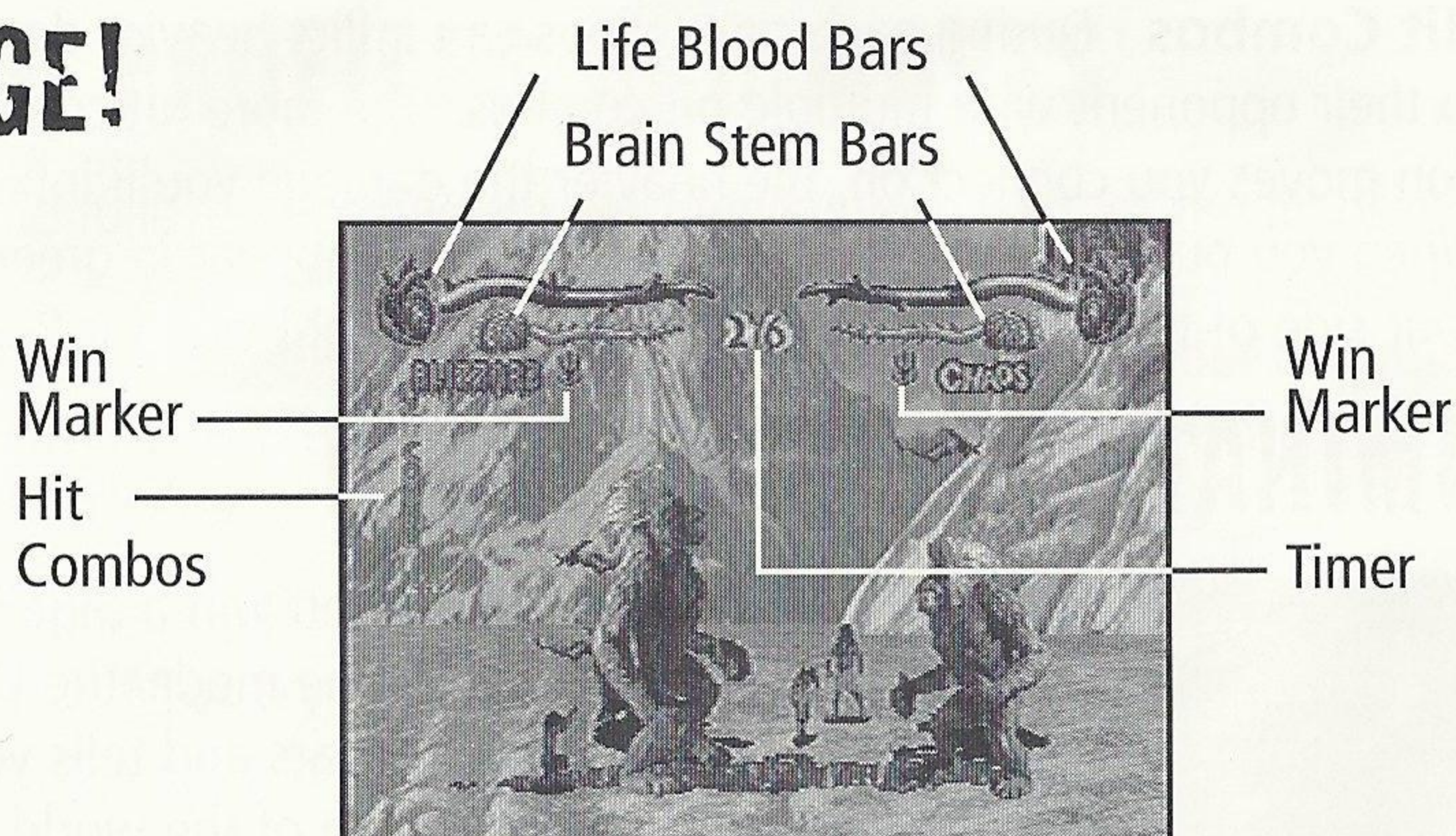


## DINO SELECT

After you've selected your game type and set your options the way you want, you'll need to select your character. Press the **D-Pad Up**, **Down**, **Left** or **Right** to highlight the dino you want, then press the **C Button** to select. A Dino match up screen will appear for a moment, then you'll begin the rage.



# RAGE!



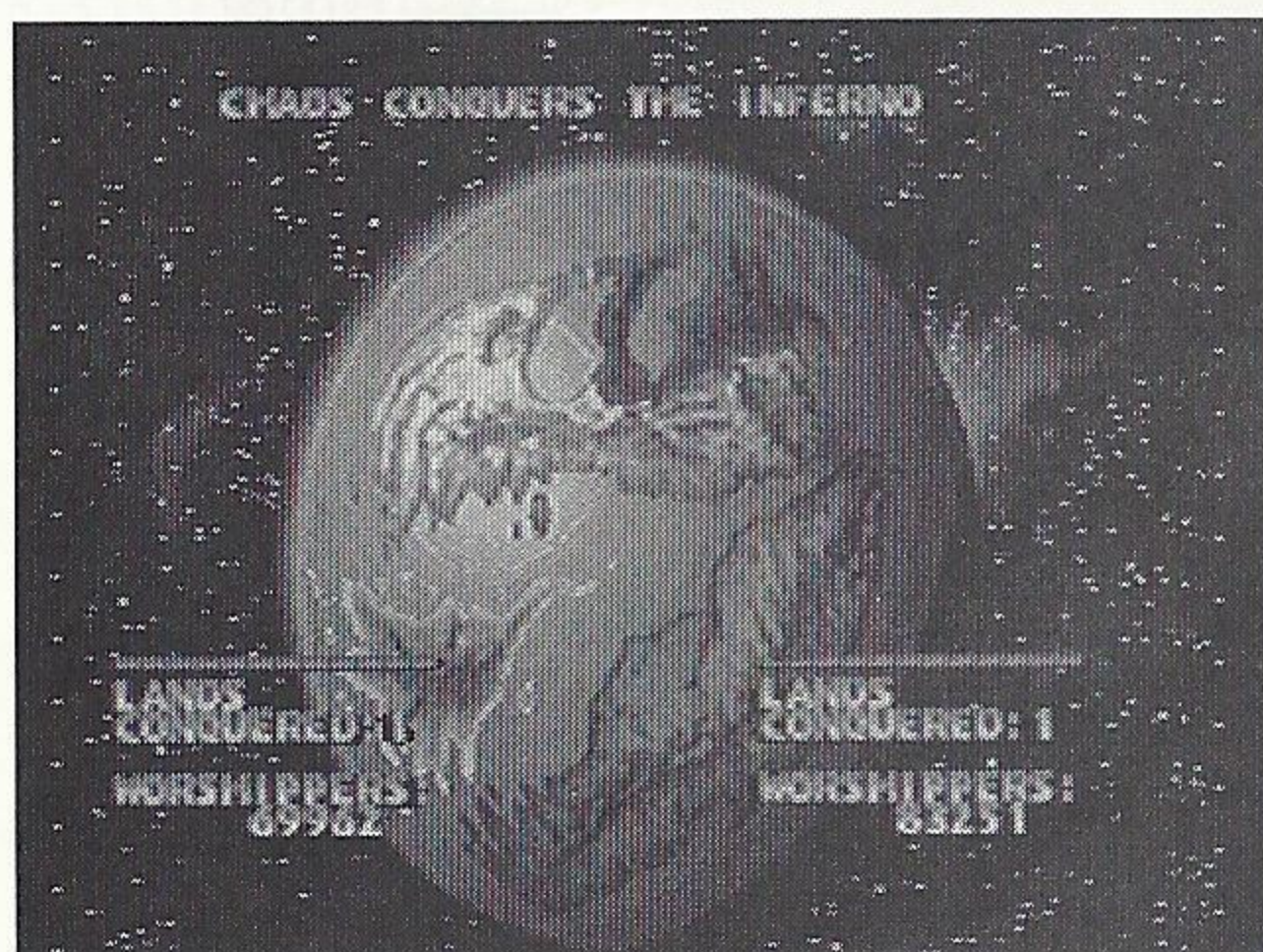
Now that the preliminaries are over, get ready to Rage! The main Rage screen displays each dino's name, a red Life Blood Bar, a yellow Brain Stem Bar and a Timer. Various other functions appear on-screen during each rage. Read the following to familiarize yourself with Primal Rage:

- **Life Blood Bar** - The red life Blood bar is displayed above your dino's name in the upper right or left side of the screen. The blood diminishes as you take on damage, and the match ends when one dino's bar has been depleted.
- **Brain Stem Bar** - This yellow bar is located directly below the Life Blood Bar and indicates your dino's brain strength. When the yellow bar is depleted, you dino will appear dazed and vulnerable - but not beaten. You can snap out of the daze by moving the **D-Pad** quickly **Left** and **Right**, or when your opponent nails you with one of the various moves.
- **The Timer** - There are various time settings you can set your rage to (see **Round Time**, pg. 9). Each bout is timed. When the timer winds down to 10 seconds, the remaining seconds will begin to beep. This is your warning that the match is about to end. If time runs out before a dino is beaten, the earth will lift both combatants into the air. The dino with the most life remaining will win the rage.
- **Win Icon** - Each time you win a bout, an icon will appear on the winner's side under the timer. Depending on how you have set Rounds (see **Rounds**, pg. 9), the winner of the bout will have to accumulate 1, 2, 3 or 4 icons.



- **Hit Combos** - During each rage, dinos can inflict heavier damage to their opponent with multiple hit combos. The more hit combination moves you connect on, the heavier the damage you'll inflict. When you put a nice hit combo together, it will appear in green on your side of the screen (Left side for Player 1, Right side for Player 2).

## DOMINATION OF THE URTH



Each time you win a rage in Normal Game mode, the Urth Screen appears and tells you what portion of the world you have conquered and how many worshippers you've accumulated. Continue to win your rage bouts until you have conquered all lands and collected thousands of worshippers. Once you

have conquered the Urth, your chosen dino will take on all other dinos one-at-a-time in The Final Battle Ground (difficulty 10 or higher only). There is no timer, and your Life Blood Bar is not reset, so you'll have to dispose of your enemy as quickly as you can. If you have set the game to allow continues (see **Credits**, pg. 23), you may choose to continue the game if your dino is beaten.

## REFUELING

In the 1 Player mode, with a difficulty level of 10 or higher and Gore set On (see **Game Gore**, pg. 11), you will need to refuel your dino for the final battle. This process takes place only after you've defeated all other dinosaurs. To refuel, you will have to eat as many worshippers as possible in 20 seconds.



# DINO PROFILES AND MOVES

Read the following profiles to get familiar with each of the dinosaurs available in *Primal Rage*. Button references in each profile are listed as numbers. Numbers 1 through 4 refer to buttons on your controller. (See **Control Reference**, pg. 5, for a rundown of **D-Pad** and controller button descriptions).

Each dino's special move is numbered. When configuring your controller (see **Modify Controls**, pg. 11), refer to the special move's number to configure the special moves).

## Armadon

For over a million years, Armadon dwelled in his cave beneath the Earth's crust, telepathically linked to the biomass. The Cataclysms and the battles for supremacy over the changing planet tortured him. Now, he has risen to settle things once and for all.

### Basic Moves:

**Button 1** = Snout Gouge

**Button 2** = Upper Snout Gouge

**Button 3** = Short Tail Whip

**Button 4** = Long Tail Whip

**Button 3 + D-Pad Down** = Overhead Tail Whip

**Button 2 + D-Pad Down** = Deep Upper Snout Gouge

**Button 4 + D-Pad Up** = Jumping Tail Whip

**Button 2 + D-Pad Up** = Jumping Snout Gouge

### Special Moves:

**Bed-O-Nails**

Hold Buttons 2+3 and D-Pad D/U

**Iron Maiden**

Hold Buttons 2+3 and D-Pad A/U/T

**Mega Charge**

Hold Buttons 1+3 and D-Pad A/D/T





# Blizzard

Blizzard is a noble god, the essence of the animal spirit. Frozen for millennia at the heart of an immense glacier in the Himalayas, Blizzard was released when the Earth met the Great Meteor. He lived high in the mountains, descending only when threatened. His animal power and age-old wisdom makes him almost unstoppable.

## Basic Moves:

**Button 1** = Right Jab

**Button 2** = Left Jab

**Button 3** = Left Low Punch

**Button 4** = Left Uppercut

**Button 4 + D-Pad Down** = Leg Undercut

**Button 1 + D-Pad Up** = Flying Elbow

**Button 4 + D-Pad Up** = Flying Kick

## Special Moves:

**Mega Punch (short)** Hold Buttons 1+3 and D-Pad A/T

**Freeze Breath** Hold Buttons 1+2+4 and D-Pad A/T

**Air Throw** Hold Buttons 2+3 (in close)





# Chaos

Chaos, the mightiest witch doctor on the first continent, wanted to control the evolution of humanity. During his power quest, he cast a mighty spell that backfired and turned him into a foul, disgusting beast, forced to wallow in his own filth for eons. During the Cataclysm, Chaos prayed to Throshti, god of Carrion, for release. To restore his greatness, he must defeat all his enemies. When his task is completed, Chaos will regain control of his life and lead his tribe to greatness.

## Basic Moves:

**Button 1** = Left Jab

**Button 2** = Right Cross

**Button 3** = Low Punch

**Button 4** = Right Head Bash

**Button 4 + D-Pad Down** = Leg Undercut

**Button 1 + D-Pad Up** = Flying Elbow

**Button 4 + D-Pad Up** = Flying Kick

## Special Moves:

### Grab-N-Throw

Hold Buttons 2+4 and  
D-Pad T/A

### Power Puke (Fast)

Hold Buttons 1+4 and  
D-Pad U/T

### Ground Shaker

Hold Buttons 2+3 and  
D-Pad A/AU/AD





# Diablo

Diablo is evil in its purest form. He was released from a fiery prison deep within Earth, to which he was drawn by the pain and torment caused in the great Cataclysms. When he has conquered the planet, he will live just to torture it. If none are left to oppose him, he will burn the entire planet, sparing only the cruel and vicious.

## Basic Moves:

**Button 1** = Straight Chomp

**Button 2** = Lunge Chomp

**Button 3** = Right Leg Rip

**Button 4** = Tail Whip

**Button 1 + D-Pad Down** = Low Chomp

**Button 4 + D-Pad Down** = Low Tail Whip

**Button 2 + D-Pad Up** = Jumping Lunge Chomp

**Button 4 + D-Pad Up** = Jumping Kick

## Special Moves:

### Torch

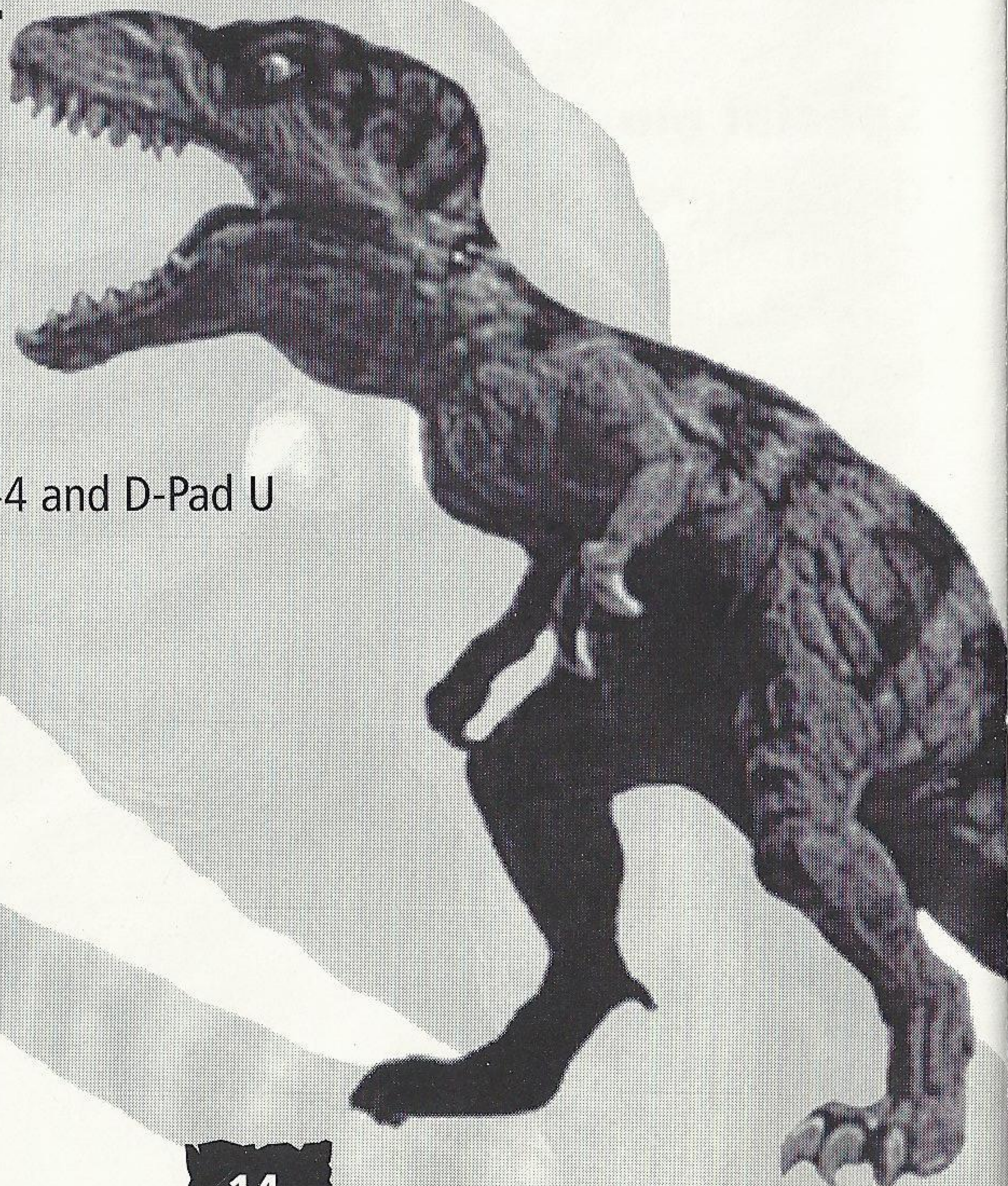
Hold Buttons 1+3  
and D-Pad U/T

### Hot Foot

Hold Buttons 2+4  
and D-Pad AU/DT

### Inferno Flash

Hold Buttons 2+3+4 and D-Pad U





# Sauron

Sauron is the god of Hunger. When he was released from his sleep of ages by the catastrophe, his instinct forced him to devour human flesh to remain immortal. The hungry hordes of humanity worshiped him but lived in fear of his presence. Because, many humans sought refuge with other rulers of the planet, Sauron must defeat the others and feast on their followers.

## Basic Moves:

**Button 1** = Straight Chomp

**Button 2** = Lunge Chomp

**Button 3** = Right Leg Rip

**Button 4** = Tail Whip

**Button 2 + D-Pad Down** = High Face Chomp

**Button 4 + D-Pad Down** = Low Tail Whip

**Button 2 + D-Pad Up** = Jumping Lunge Chomp

**Button 4 + D-Pad Up** = Jumping Kick

## Special Moves:

### Primal Scream

Hold Buttons 1+3 and D-Pad D/U

### Earthquake Stomp

Hold Buttons 1+2+4 and  
D-Pad U/D

### Cranium Crusher

Hold Buttons 1+4  
and D-Pad D/U





# Talon

Talon was the great chief of the Raptor Clan on a hidden South Pacific island for eons. When the Great Meteor rearranged the continents, Talon's island came in contact with the mainland. Wanting to ensure the safety of his wives and children, Talon set out to eliminate all dangers to his clan's welfare. Talon prefers to live in luxury, keeping humans as cattle and hunting them for sport.

## Basic Moves:

**Button 1** = Left Slash

**Button 2** = Upper Chomp

**Button 3** = Slash Kick

**Button 4** = Round House Slash Kick

**Button 3 + D-Pad Down** = Sliding Undercut Slash

**Button 4 + D-Pad Up** = Jumping Kick Slash

**Button 2 + D-Pad Up** = Jumping Slash Attack

## Special Moves:

### Brain Basher

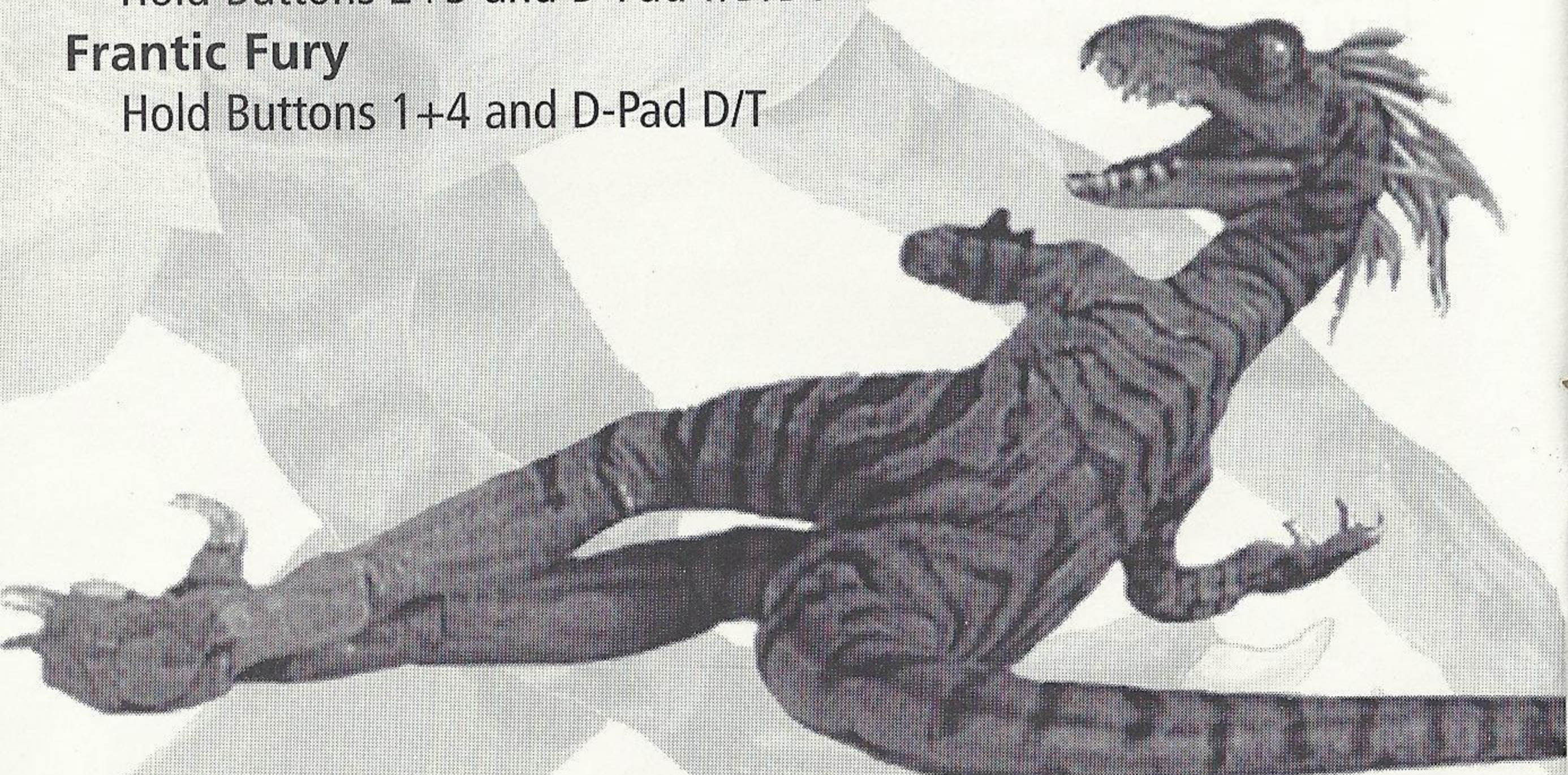
Hold Buttons 2+3 and D-Pad A/U/T

### Pounce and Flip

Hold Buttons 2+3 and D-Pad T/D/DT

### Frantic Fury

Hold Buttons 1+4 and D-Pad D/T





# Vertigo

Long ago a sorceress named Vertigo appeared from another dimension. In a great magical battle during the Mesozoic Wars, Vertigo was banished to the moon by the arch-mage Balsafas. The meteor crash weakened the old shields enough for Vertigo to return and enslave the planet once again. Once victorious, she plans to enslave hordes of humans and have them build an insane palace in multiple dimensions.

## Basic Moves:

**Button 1** = Jab Chomp

**Button 2** = Lunge Chomp

**Button 3** = Tail Whip

**Button 4** = Snap Tail Whip

**Button 1 + D-Pad Down** = Low Jab Chomp

**Button 2 + D-Pad Down** = Low Lunge Chomp

**Button 3 + D-Pad Up** = Jumping Tail Jab

**Button 4 + D-Pad Up** = Jumping Tail Whip

## Special Moves:

### Voodoo Spell

Hold Buttons 2+3 and D-Pad A/A

### Venom Spit (Slow)

Hold Buttons 2+4  
and D-Pad T/T

### Teleport

Hold Buttons 2+4 and D-Pad D/D



# GOING BERSERK?

In the heat of battle, your dinos may reach an all-out breaking point if they're gatting beaten badly. If you find yourself on the receiving end of multiple combos and embarrassing knock downs, your dino will go Berserk. The good thing about berserk mode is the extra damage your dino will inflict in it's effort to retaliate. While berserk, your dino will flash brightly, and its berserk message will appear under its name. Here 's a listing of each dino's Berserk message and reaction (get-up):

Character / Berserk Message / Berserk Get-Up		
Armadon	Samadhi	Curls into his Bed-O-Nails
Blizzard	Zen	Raises his hand, muscles ripple in fury
Chaos	Insane	Lets loose a loud, disgusting belch
Diablo	Steamed	Rips out a loud roar with eyes of fire
Sauron	Rampaging	An ear piercing Primal Scream fills the air
Talon	Berserk	Goes crazy displaying a hyper Frantic Fury
Vertigo	Rabid	Turns her back and flares like a cobra.

# HIGH SCORES



If you're good enough to make the top ten scorers, the High Score Screen will appear. Press the **D-Pad Left** , **Right**, **Up** or **Down** to scroll through the available letters, then press a button to select the letter. When you have selected your third letter (or 18 letters if you have the top score), select End to save the entry.



# CREDIT'S

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## 90 DAY LIMITED WARRANTY

Time Warner Interactive warrants to the original purchaser of this software product that the medium on which the computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. Time Warner Interactive agrees to repair or replace, at its option, free of charge, any Time Warner Interactive software product. Before any returns are accepted you must call our warranty department (408) 473-9400 for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT WILL TIME WARNER INTERACTIVE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence regarding this Time Warner Interactive game to:

Time Warner Interactive  
Warranty Department  
P.O. Box 360782  
Milpitas, CA 95036-0782

**REPAIRS AFTER EXPIRATION OF WARRANTY:** If your Time Warner Interactive game cartridge develops problems after the 90-day warranty period, you may contact Time Warner Interactive at 1-408-473-9400. If the Time Warner Interactive customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Time Warner Interactive. Return the defective game software, freight prepaid, to Time Warner Interactive at the address below. Enclose a check or money order for \$20.00, payable to "Time Warner Interactive". Time Warner Interactive will, at its option, subject to the conditions above, repair the software or replace it with a new or repaired software. If replacement software are not available, the defective will be returned and the \$20.00 payment refunded.

Time Warner Interactive  
Attn: Customer Service  
675 Sycamore Drive  
Milpitas, CA 95035-0782







# Problems or Questions

We recommend that you read this manual to learn the operation of this game. Should you have any further problems or questions about playing, please call a Time Warner Interactive game counselor at: (408) 433-3999 Monday through Friday from 9:00 a.m. - 1 p.m. and 2 p.m. - 6 p.m. Pacific Time.

# Hints and Tips

**Beat 'em to the punch with Time Warner Interactive's GAME HINT LINE**

**Call 1-900-CALLTIP**

Dial 1-(900)-CallTip\$.90/min (recorded).

Must be 18 or older, or have parental permission. Touch-tone phone required.

Patent numbers:

U.S. Nos. 4, 442, 486/4, 454, 594/4, 462, 076/5,371,792; EUROPE Nos. 80244;  
CANADA Nos. 1, 183, 276/1, 082, 351; HONG KONG No. 88-4302; GERMANY No. 2,609,826;  
SINGAPORE No. 88-155; U.K. No. 1,535,999; FRANCE No. 1,607,029; JAPAN No. 1, 632,396